

Digital Citizenship	
Grade 7	Grade 8
Safety and Privacy	
interact with awareness and empathy when using technology	interact with awareness and empathy when using technology
identify impacts of excessive screen time and create and follow a personal plan around screen time	identify impacts of excessive screen time and create and follow a personal plan around screen time
recognize and discuss how inappropriate technology use affects themselves and others	recognize and discuss how inappropriate technology use affects themselves and others
demonstrate an understanding of, and a commitment to, factfulness, ethical behaviour, and personal privacy and safety	demonstrate an understanding of, and a commitment to, factfulness, ethical behaviour, and personal privacy and safety
explain how physical and digital security measures protect information, privacy	explain how physical and digital security measures protect information, privacy
describe pros and cons of allowing information to be public and keeping information private and secure	describe pros and cons of allowing information to be public and keeping information private and secure
manage their personal data to maintain digital privacy and security and are aware of data-collection technology, phishing and social engineering	manage their personal data to maintain digital privacy and security and are aware of data-collection technology, phishing and social engineering
Ethical Use and Social Interactions	
identify and explore the ethics implications behind techniques of mass media, popular culture, influencers and digital platforms	identify and explore the ethics implications behind techniques of mass media, popular culture, influencers and digital platforms
cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world	cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world
will investigate how decisions around the future use of technology can have unintended or unexpected consequences	will investigate how decisions around the future use of technology can have unintended or unexpected consequences
demonstrate an understanding of and model respect for the rights and obligations of using and sharing intellectual property, including simple citations	demonstrate an understanding of and model respect for the rights and obligations of using and sharing intellectual property, including simple citations
Empowered Learner (personal/career development)	
customize their learning environments in ways that support their learning process	customize their learning environments in ways that support their learning process
use technology to seek feedback that informs and improves their practice	use technology to seek feedback that informs and improves their practice
students will demonstrate the ability to make informed decisions around the selection, management, and use of available technology and digital resources to enhance their learning	students will demonstrate the ability to make informed decisions around the selection, management, and use of available technology and digital resources to enhance their learning
contribute and participate using digital tools to project teams, assuming various roles and responsibilities to work effectively toward a common goal	contribute and participate using digital tools to project teams, assuming various roles and responsibilities to work effectively toward a common goal
demonstrate the ability to choose, use and troubleshoot current technologies	demonstrate the ability to choose, use and troubleshoot current technologies

Digital Citizenship	
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Global Collaborator	
explore local and global issues and use collaborative technologies to work with others to investigate solutions	explore local and global issues and use collaborative technologies to work with others to investigate solutions
bias and accessibility in the design of existing technologies	bias and accessibility in the design of existing technologies
brainstorm and create ways to improve the accessibility and usability of technology products for the diverse needs and wants of users	brainstorm and create ways to improve the accessibility and usability of technology products for the diverse needs and wants of users
identify and evaluate digital technologies and devices that have changed the world, and express how they influence, and are influenced by, cultural practices	identify and evaluate digital technologies and devices that have changed the world, and express how they influence, and are influenced by, cultural practices

Design Thinking	
Grade 7	Grade 8
Knowledge Constructor (Critical Thinker)	
recognize the role of digital technologies and medium chosen to communicate a theme or message	recognize the role of digital technologies and medium chosen to communicate a theme or message
critically evaluate how style, form, source, influence the accessibility, validity and meaning of information	critically evaluate how style, form, source, influence the accessibility, validity and meaning of information
critically assess the quality, comprehensiveness, biases, and perspectives of print, media and electronic resources for use in their curricular studies	critically assess the quality, comprehensiveness, biases, and perspectives of print, media and electronic resources for use in their curricular studies
plan and employ effective research strategies to locate information and other resources	plan and employ effective research strategies to locate information and other resources
exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems	exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems
build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions	build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions
Creative Communicator	
will be expected to communicate, information and ideas effectively to intended audiences using a variety of digital tools	will be expected to communicate, information and ideas effectively to intended audiences using a variety of digital tools
use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints	use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints
Innovative Designer	
create and manipulate sound, images and video, using digital equipment and editing, to represent their learning for particular audiences and purposes	create and manipulate sound, images and video, using digital equipment and editing, to represent their learning for particular audiences and purposes
develop effective multimedia presentations, with increasing confidence, efficiency and independence to effectively communicate a message or idea	develop effective multimedia presentations, with increasing confidence, efficiency and independence to effectively communicate a message or idea
understand and demonstrate how to choose the most effective tool for the intended audience	understand and demonstrate how to choose the most effective tool for the intended audience
plan, develop, test and refine prototypes as part of a design process	plan, develop, test and refine prototypes as part of a design process
use grade-appropriate digital tools to plan, organize and create products both individually and collaboratively	use grade-appropriate digital tools to plan, organize and create products both individually and collaboratively

Computational Thinking/Technology Fluency	
Grade 7	Grade 8
Competencies	
use grade appropriate ICT terminology	use grade appropriate ICT terminology
expected to use grade appropriate technology skills	expected to use grade appropriate technology skills
Data and Analysis	
compare and refine multiple programs for the same task and determine which is the most appropriate	compare and refine multiple programs for the same task and determine which is the most appropriate
decompose/deconstruct break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving	decompose/deconstruct break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving
collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making	collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making
Coding	
create code as part of a solution to a real world problem	create code as part of a solution to a real world problem
create programs that include sequences, events, loops, conditionals, functions and variables and perform operations on their values	create programs that include sequences, events, loops, conditionals, functions and variables and perform operations on their values
modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features	modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features
debug (identify and fix) errors in an algorithm or program that includes sequences, loops, events, conditions, functions or variables	debug (identify and fix) errors in an algorithm or program that includes sequences, loops, events, conditions, functions or variables
communicate functionality and rationale using commenting during program development	communicate functionality and rationale using commenting during program development